

What serious game studios want from ICT research: identifying developers' needs

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RAGE

Realising an Applied Gaming Eco-System

What serious game studios want from ICT research: identifying developers' needs

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Baltasar Fernández Manjón, Pablo Moreno Ger, Krassen Stefanov



Needs analysis:

“What do you want us to do?”

- “Us” = the RAGE project, offering advanced game technologies
- “You” = (serious) game studios

Structured interviews among European (serious) game studios

Overview

1. What is the RAGE project? (90%)
2. What do we want to know? (5%)
3. What are the outcomes? (5%)

Overview

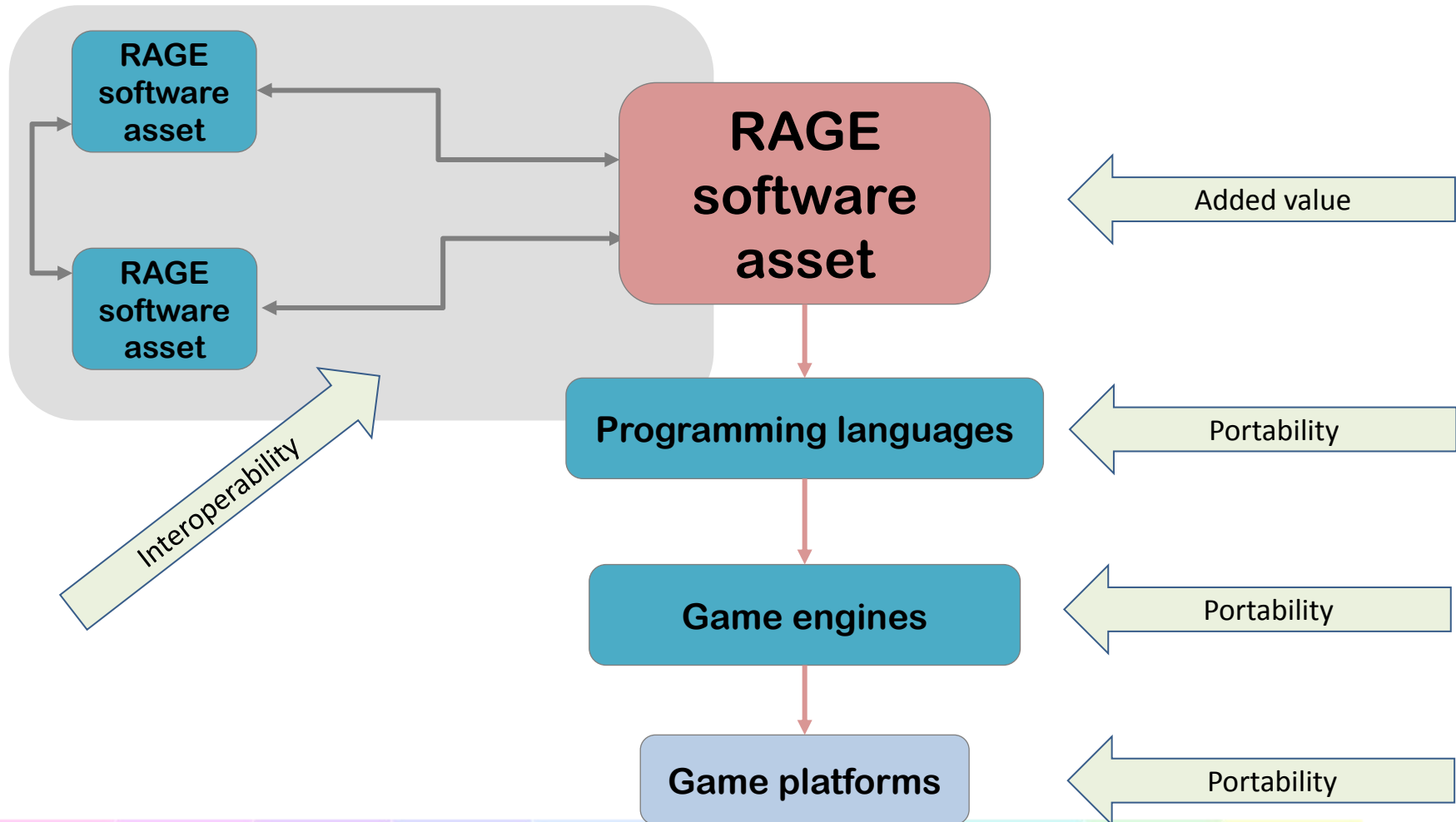
1. **What is the RAGE project?** (90%)
2. What do we want to know? (5%)
3. What are the outcomes? (5%)

The RAGE project

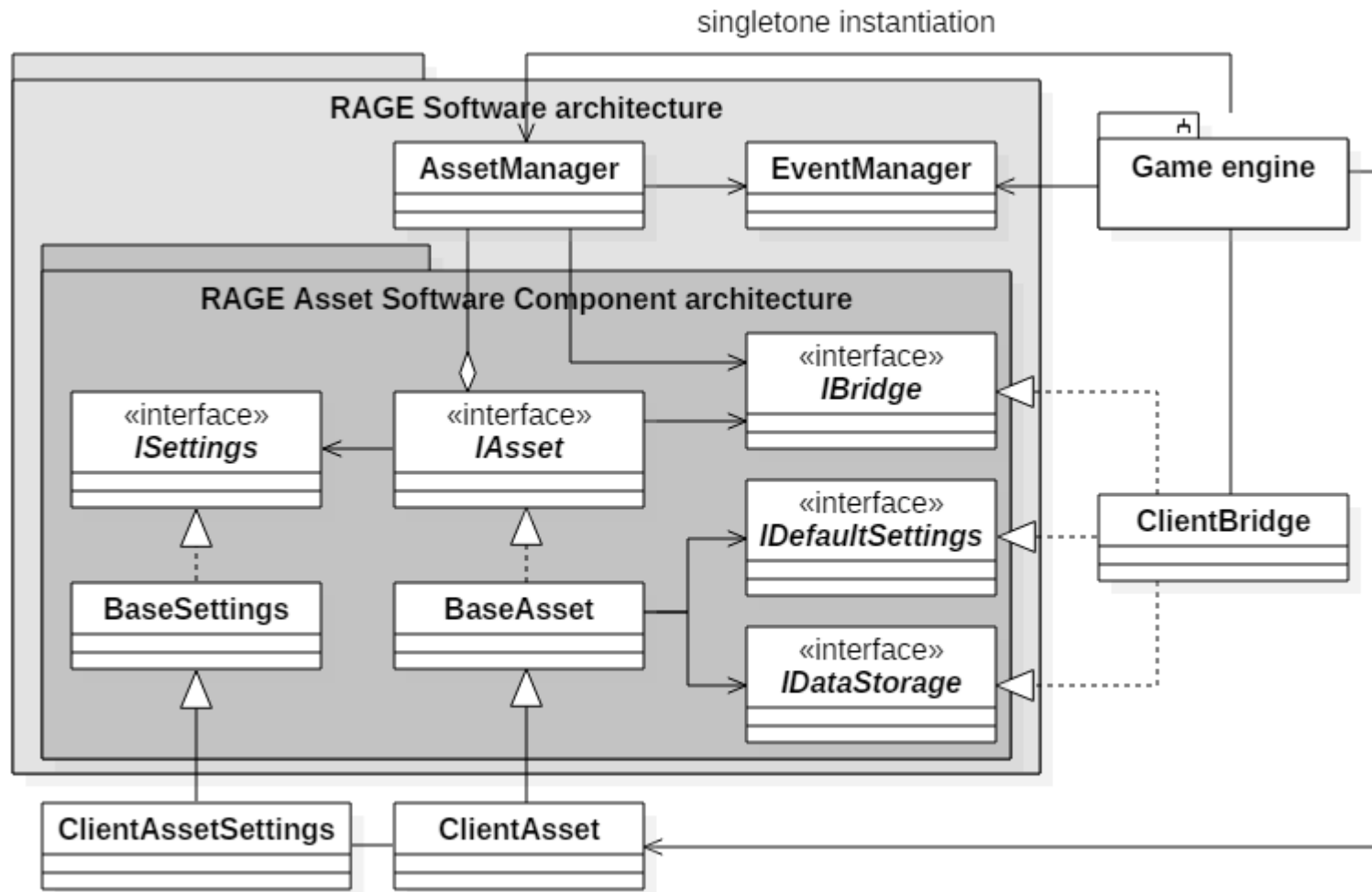
- H2020 Research and Innovation Action in advanced gaming technologies (ICT-21)
- Partners from
 - Games Industry
 - Research
 - Education and Training
 - Business Innovation

 To support (serious) game studios with new technologies 

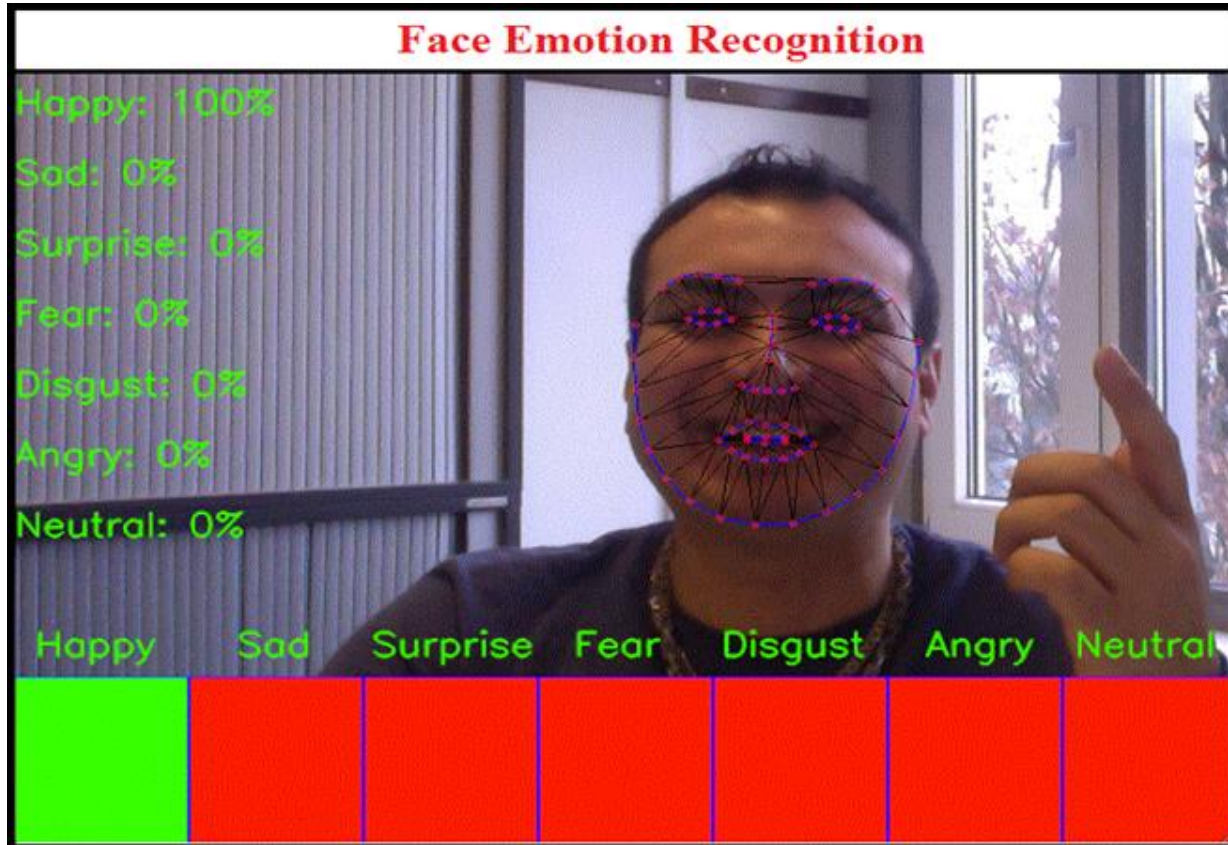
Advanced software modules



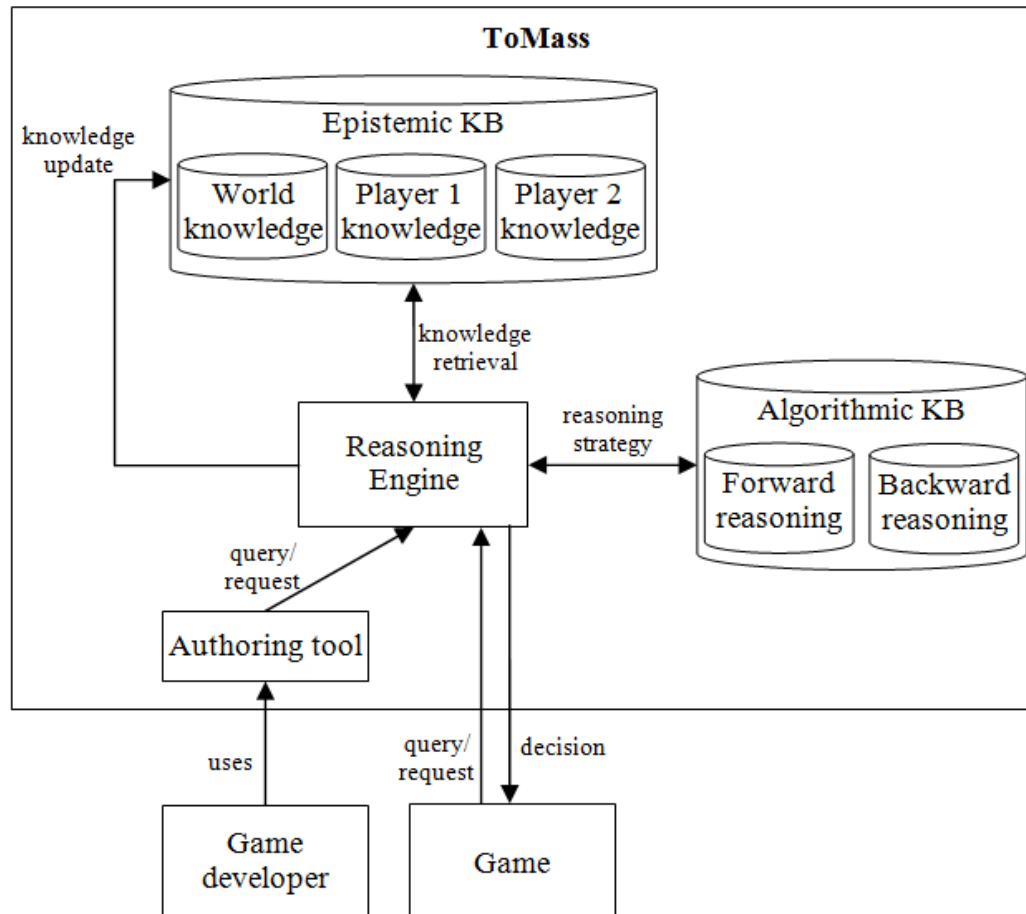
RAGE software asset architecture



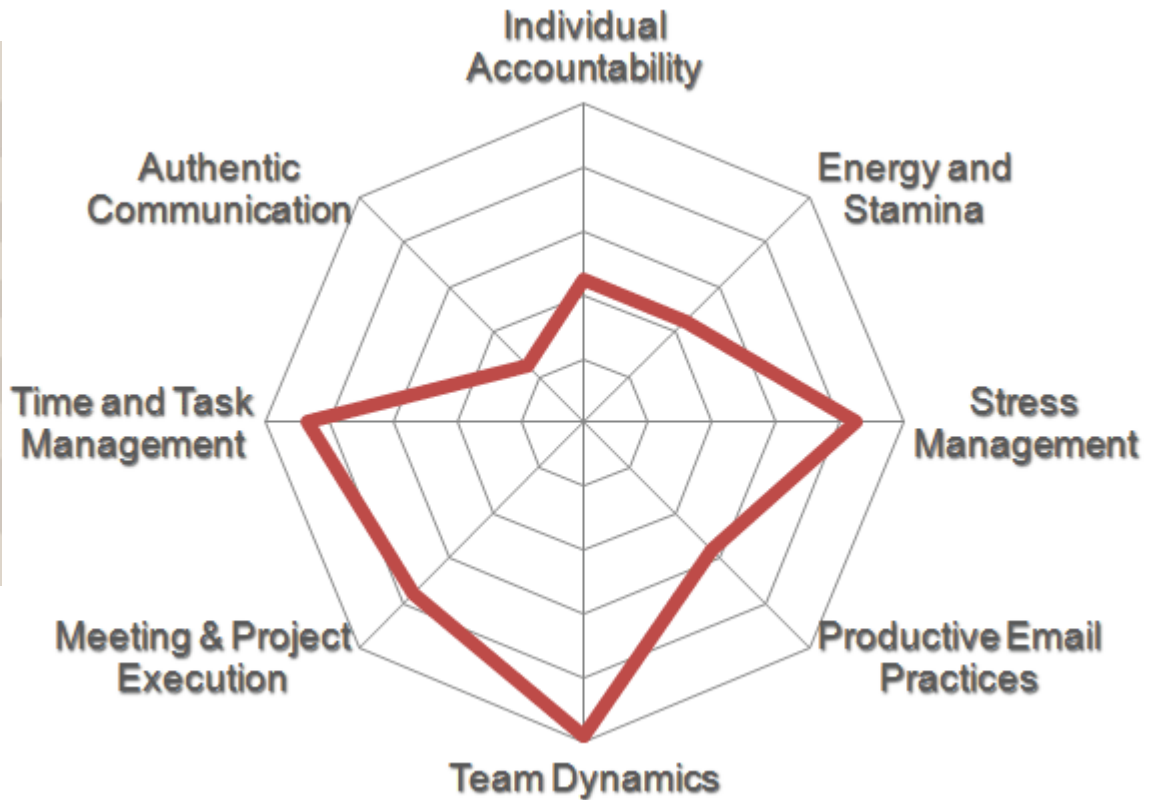
What software assets??



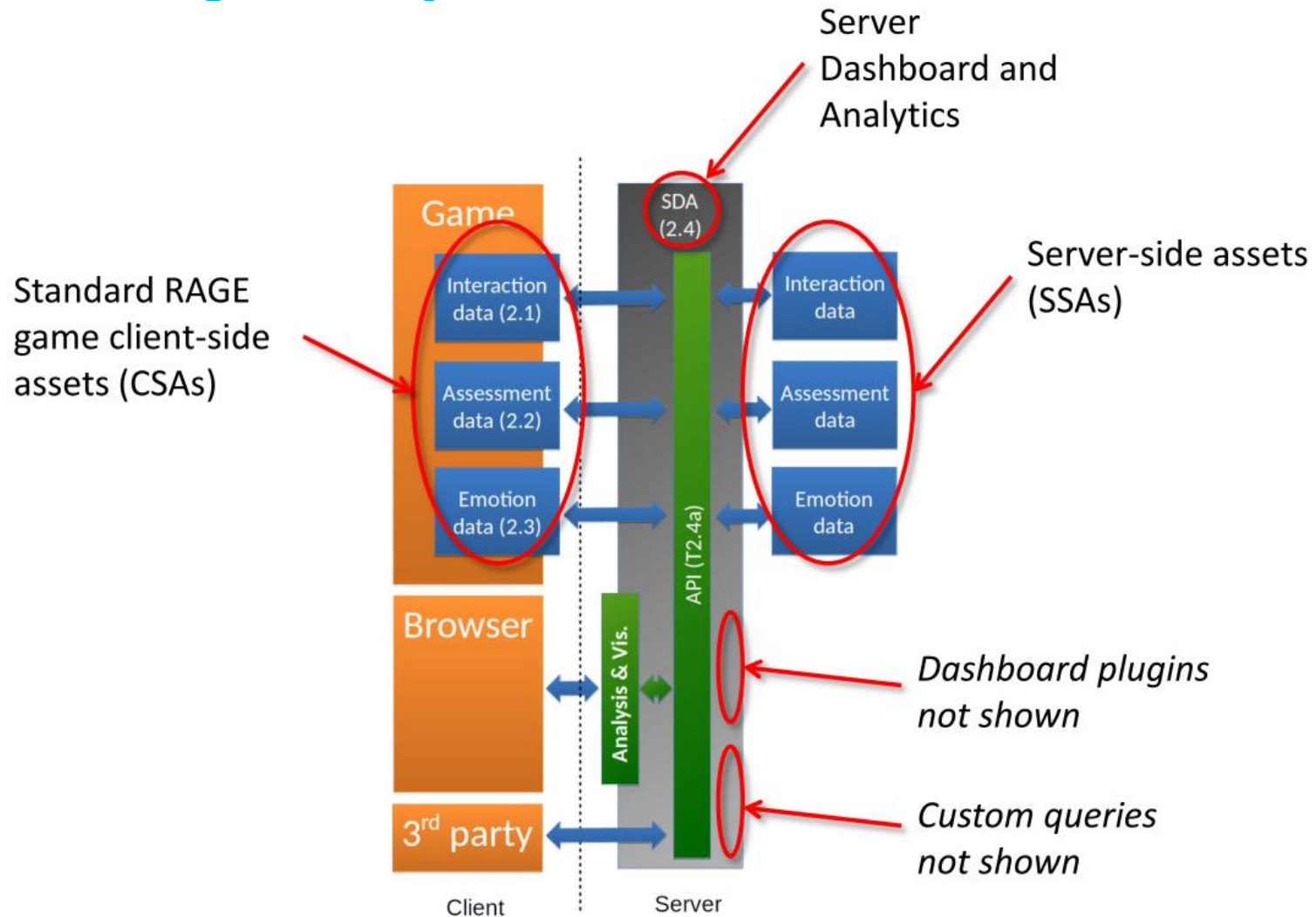
AI reasoning



Covert assessment



Gaming analytics

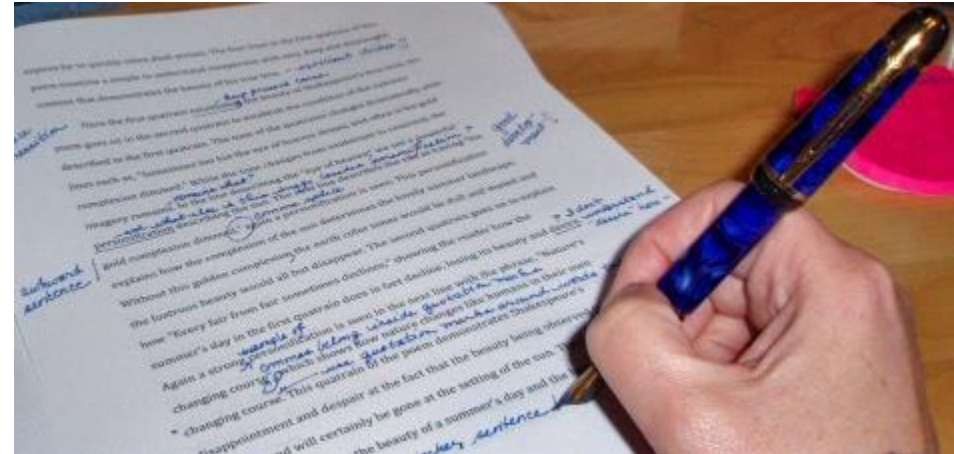




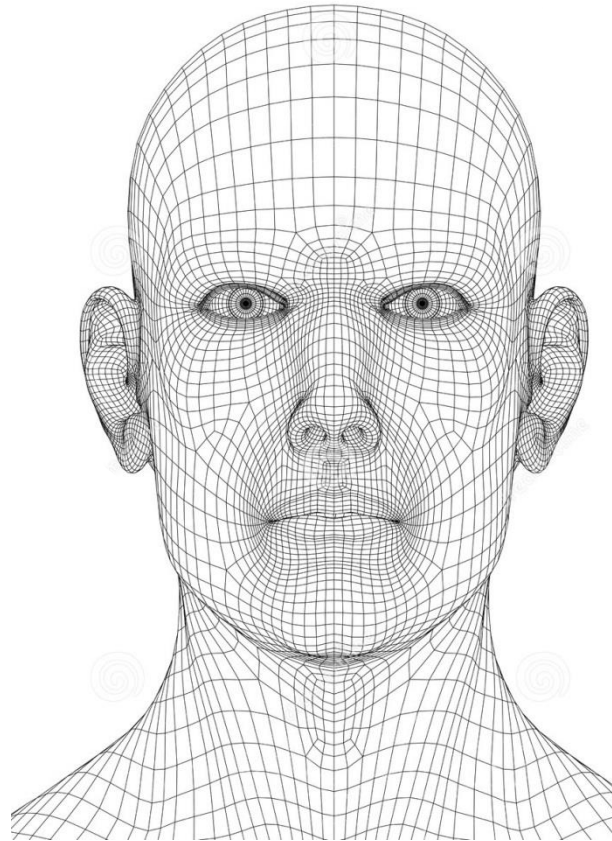
Natural language understanding



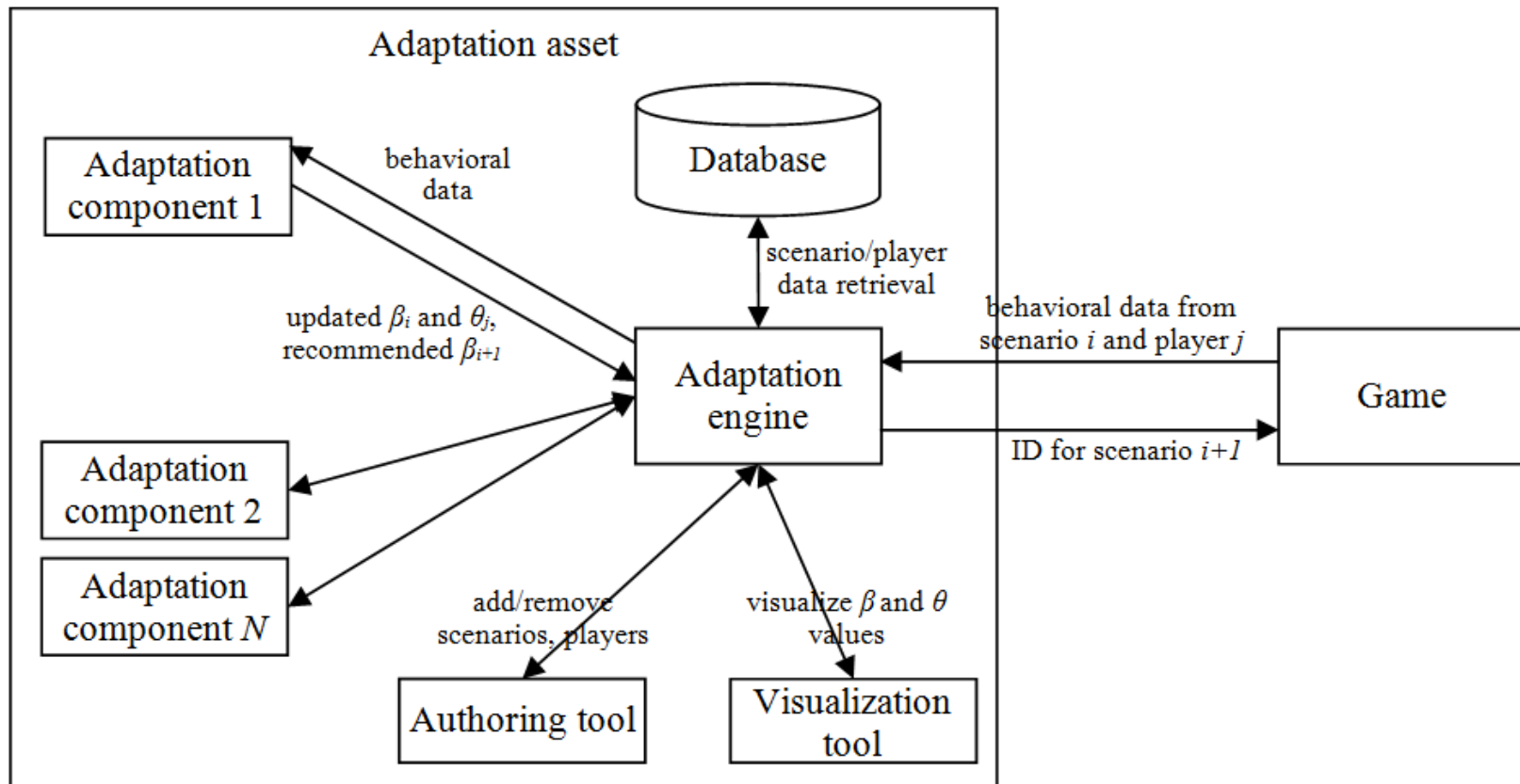
ReaderBench framework



Procedural animation



Game adaptation algorithms



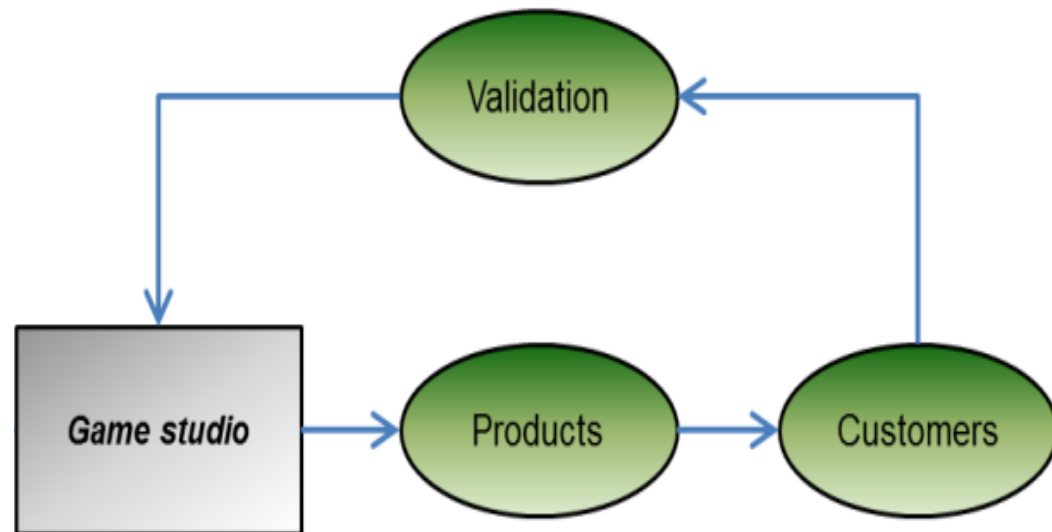
Up to 40 software modules....

- Social gamification
- Player modelling
- Dialogue authoring
- Multiplayer dialogue analysis
- Emotion appraisal
- Emotions and decision making
- Emotion production
- Identity driven agents
- Competence modelling
- Game evaluation
- Storytelling
-

Overview

1. What is the RAGE project? (90%)
2. **What do we want to know?** (5%)
3. What are the outcomes? (5%)

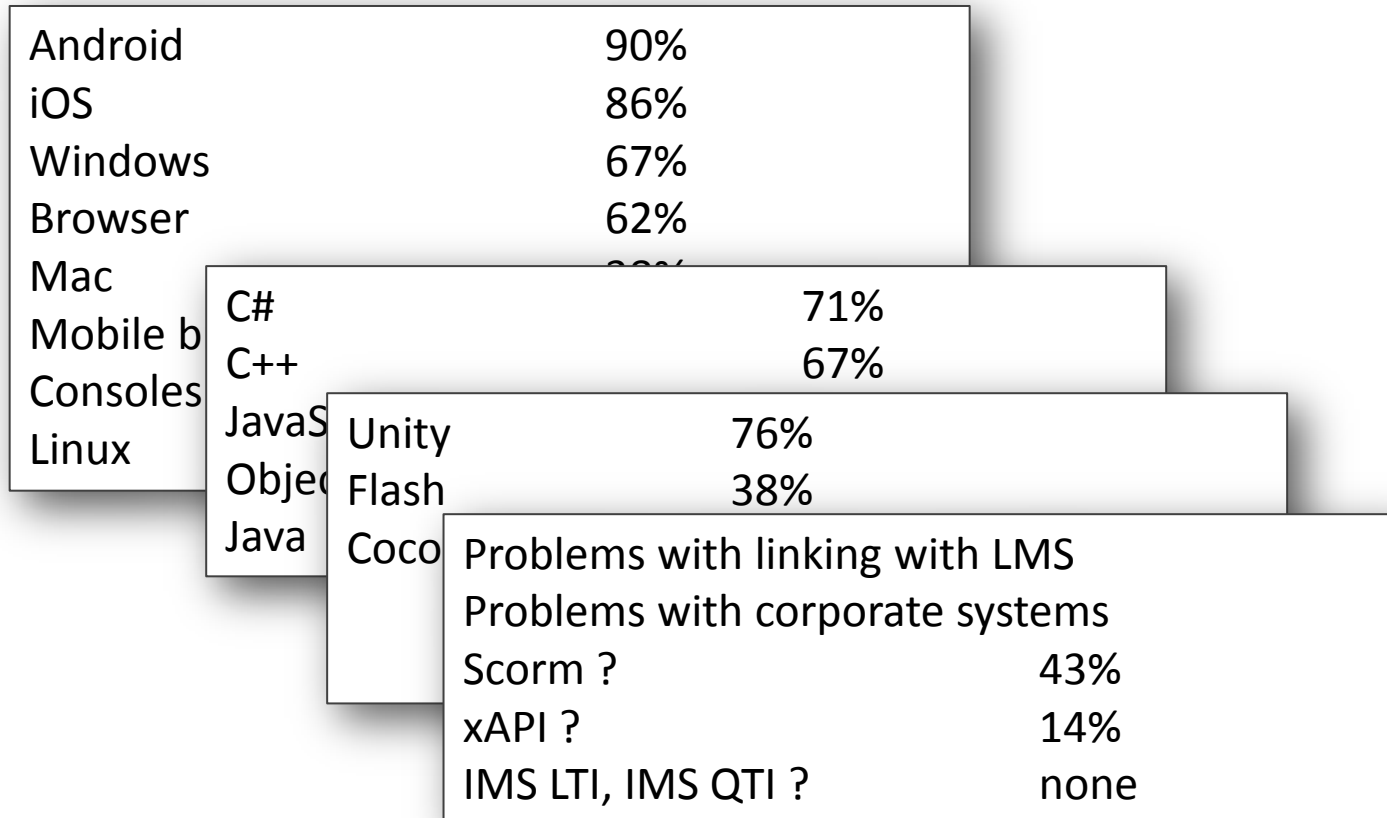
What do we want to know?



Overview

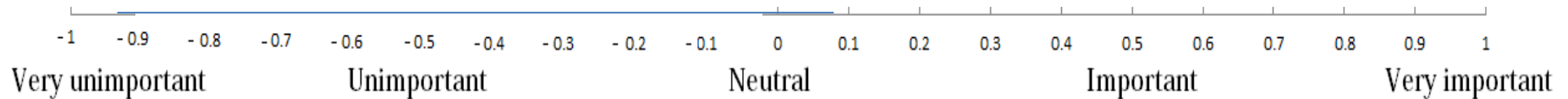
1. What is the RAGE project? (90%)
2. What do we want to know? (5%)
3. **Some of the outcomes** (5%)

Technologies used



Priorities?

Emerging technologies



Connect to RAGE

- Game studios/ game developers
- Teachers/educators
- Researchers
- IT developers



www.rageproject.eu

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